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1 Document classification using a finite mixture model

Hang Li, Kenji Yamanishi

July 1997 **Proceedings of the 35th annual meeting on Association for Computational Linguistics , Proceedings of the eighth conference on European chapter of the Association for Computational Linguistics**

Publisher: Association for Computational Linguistics

Full text available: pdf(769.56 KB) Publisher Site

Additional Information: full citation, abstract, references, citings

We propose a new method of classifying documents into categories. We define for each category a *finite mixture model* based on *soft clustering* of words. We treat the problem of classifying documents as that of conducting statistical hypothesis testing over finite mixture models, and employ the EM algorithm to efficiently estimate parameters in a finite mixture model. Experimental results indicate that our method outperforms existing methods.

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 Image and video digital libraries: Semantic video classification and feature subset selection under context and concept uncertainty

Jianping Fan, Hangzai Luo, Jing Xiao, Lide Wu

June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries JCDL '04**

Publisher: ACM Press

Full text available: pdf(258.04 KB) Additional Information: full citation, abstract, references, index terms

As large collections of videos become one key component of digital libraries, there is an urgent need of semantic video classification and feature subset selection to enable more effective video database organization and retrieval. However, most existing techniques for classifier training require a large number of labeled samples to learn correctly and suffer from the problems of context and concept uncertainty when only a limited number of labeled samples are available. To address the problems ...

Keywords: adaptive EM algorithm, context and concept uncertainty, semantic video classification, unlabeled samples

4 Efficient techniques for modeling chip-level interconnect, substrate and package parasitics

Peter Feldmann, Sharad Kapur, David E. Long

January 1999 **Proceedings of the conference on Design, automation and test in Europe DATE '99**

Publisher: ACM Press

Full text available: pdf(546.04 KB) Additional Information: full citation, citings, index terms

5 Technical best paper contest session: Multi-level annotation of natural scenes using dominant image components and semantic concepts

Jianping Fan, Yuli Gao, Hangzai Luo

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia MULTIMEDIA '04**

Publisher: ACM Press

Full text available: pdf(1.27 MB) Additional Information: full citation, abstract, references, citings, index terms

Automatic image annotation is a promising solution to enable semantic image retrieval via keywords. In this paper, we propose a multi-level approach to annotate the semantics of natural scenes by using both the dominant image components (salient objects) and the relevant semantic concepts. To achieve automatic image annotation at the content level, we use salient objects as the dominant image components for image content representation and feature extraction. To ...

Keywords: adaptive EM algorithm, automatic image annotation, salient objects

6 Image retrieval, users and usability: Automatic image annotation by using concept-sensitive salient objects for image content representation

Jianping Fan, Yuli Gao, Hangzai Luo, Guangyou Xu

July 2004 **Proceedings of the 27th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '04**

Publisher: ACM Press

Full text available: pdf(1.32 MB) Additional Information: full citation, abstract, references, citings, index terms

Multi-level annotation of images is a promising solution to enable more effective semantic image retrieval by using various keywords at different semantic levels. In this paper, we propose a multi-level approach to annotate the semantics of ***natural scenes*** by using both the dominant image components and the relevant semantic concepts. In contrast to the well-known image-based and region-based approaches, we use the salient objects as the dominant image components to achieve automati ...

Keywords: adaptive EM algorithm, multi-level image annotation, salient objects, semantic

image classification

7 The SPLASH-2 programs: characterization and methodological considerations

Steven Cameron Woo, Moriyoshi Ohara, Evan Torrie, Jaswinder Pal Singh, Anoop Gupta

May 1995 **ACM SIGARCH Computer Architecture News , Proceedings of the 22nd annual international symposium on Computer architecture ISCA '95**, Volume 23 Issue 2

Publisher: ACM Press

Full text available: pdf(1.73 MB) Additional Information: full citation, abstract, references, citings, index terms

The SPLASH-2 suite of parallel applications has recently been released to facilitate the study of centralized and distributed shared-address-space multiprocessors. In this context, this paper has two goals. One is to quantitatively characterize the SPLASH-2 programs in terms of fundamental properties and architectural interactions that are important to understand them well. The properties we study include the computational load balance, communication to computation ratio and traffic needs, impor ...

8 Industry/government track posters: Tracking dynamics of topic trends using a finite mixture model

Satoshi Morinaga, Kenji Yamanishi

August 2004 **Proceedings of the tenth ACM SIGKDD international conference on Knowledge discovery and data mining KDD '04**

Publisher: ACM Press

Full text available: pdf(168.82 KB) Additional Information: full citation, abstract, references, citings, index terms

In a wide range of business areas dealing with text data streams, including CRM, knowledge management, and Web monitoring services, it is an important issue to discover topic trends and analyze their dynamics in real-time. Specifically we consider the following three tasks in topic trend analysis: 1)*Topic Structure Identification*; identifying what kinds of main topics exist and how important they are, 2)*Topic Emergence Detection*; detecting the emergence of a new topic and recognizi ...

Keywords: CRM, model selection, text mining, topic analysis

9 Topic analysis using a finite mixture model

Hang Li, Kenji Yamanishi

October 2000 **Proceedings of the 2000 Joint SIGDAT conference on Empirical methods in natural language processing and very large corpora: held in conjunction with the 38th Annual Meeting of the Association for Computational Linguistics - Volume 13**

Publisher: Association for Computational Linguistics

Full text available: pdf(919.86 KB) Additional Information: full citation, abstract, references, citings

We address the issue of 'topic analysis,' by which is determined a text's topic structure, which indicates what topics are included in a text, and how topics change within the text. We propose a novel approach to this issue, one based on statistical modeling and learning. We represent topics by means of word clusters, and employ a finite mixture model to represent a word distribution within a text. Our experimental results indicate that our method significantly outperforms a method that combines ...

10 Evolutionary computation: Three-dimensional segmentation of brain tissues using Markov random fields and genetic algorithms

Flávio Milsztajn, Klaus de Geus

March 2007 **Proceedings of the 2007 ACM symposium on Applied computing SAC '07**
Publisher: ACM Press
Full text available: pdf(150.53 KB) Additional Information: full citation, abstract, references, index terms

This work addresses the segmentation of brain tissue in MR images by means of Markov random fields and genetic algorithms. A genetic algorithm is employed to estimate initial parameters, aiming at improving the segmentation process. The results of the segmentation process also make it possible to classify structures and determine new parameters, which are useful in the creation of three dimension images of the brain.

Keywords: Markov random fields, brain segmentation, genetic algorithms

11 Human-computer interface development: concepts and systems for its management
H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1
Publisher: ACM Press
Full text available: pdf(7.97 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

12 On the self-similar nature of Ethernet traffic (extended version)
Will E. Leland, Murad S. Taqqu, Walter Willinger, Daniel V. Wilson
February 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 1
Publisher: IEEE Press
Full text available: pdf(1.92 MB) Additional Information: full citation, references, citings, index terms, review

13 Analysis methodology: Simulation input modeling: prior and candidate models in the Bayesian analysis of finite mixtures
Russell C. H. Cheng, Christine S. M. Currie
December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03**
Publisher: Winter Simulation Conference
Full text available: pdf(387.35 KB) Additional Information: full citation, abstract, references

This paper discusses the problem of fitting mixture models to input data. When an input stream is an amalgam of data from different sources then such mixture models must be used if the true nature of the data is to be properly represented. A key problem is then to identify the different components of such a mixture, and in particular to determine how many components there are. This is known to be a non-regular/non-standard problem in the statistical sense and is technically notoriously diffic ...

14 Self-adaptive, on-line reclustering of complex object data
William J. McIver, Roger King
May 1994 **ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international**

conference on Management of data SIGMOD '94, Volume 23 Issue 2
Publisher: ACM Press

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms

A likely trend in the development of future CAD, CASE and office information systems will be the use of object-oriented database systems to manage their internal data stores. The entities that these applications will retrieve, such as electronic parts and their connections or customer service records, are typically large complex objects composed of many interconnected heterogeneous objects, not thousands of tuples. These applications may exhibit widely shifting usage patterns due to their i ...

15 A credit manager for traffic regulation in high-speed networks: a queueing analysis
Kin K. Leung, Raymond W. Yeung, Bhaskar Sengupta
April 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 2
Publisher: IEEE Press
Full text available: pdf(962.33 KB) Additional Information: full citation, references, index terms, review

16 A comparison of two token-passing bus protocols
V Rego
August 1986 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM conference on Communications architectures & protocols SIGCOMM '86**, Volume 16 Issue 3
Publisher: ACM Press

Full text available: pdf(1.16 MB) Additional Information: full citation, abstract, references, citings, index terms

A well known disadvantage of standard token-passing in ring and bus networks is the waste of channel bandwidth often seen in lightly loaded or asymmetric systems. It is possible to make use of the broadcast mechanism in token bus systems to distribute nearly up-to-date information about the state of individual stations to the entire system. One such scheme involves the determination of a randomly varying set of more active stations. These stations are given a chance to form a second logical ...

17 Infinite mixtures of trees
Sergey Kirshner, Padhraic Smyth
June 2007 **Proceedings of the 24th international conference on Machine learning ICML '07**
Publisher: ACM Press
Full text available: pdf(350.43 KB) Additional Information: full citation, abstract, references

Finite mixtures of tree-structured distributions have been shown to be efficient and effective in modeling multivariate distributions. Using Dirichlet processes, we extend this approach to allow countably many tree-structured mixture components. The resulting Bayesian framework allows us to deal with the problem of selecting the number of mixture components by computing the posterior distribution over the number of components and integrating out the components by Bayesian model averaging. We ...

18 A permutation-augmented sampler for DP mixture models
Percy Liang, Michael I. Jordan, Ben Taskar
June 2007 **Proceedings of the 24th international conference on Machine learning ICML '07**
Publisher: ACM Press
Full text available: pdf(300.21 KB) Additional Information: full citation, abstract, references

We introduce a new inference algorithm for Dirichlet process mixture models. While Gibbs

sampling and variational methods focus on local moves, the new algorithm makes more global moves. This is done by introducing a permutation of the data points as an auxiliary variable. The algorithm is a blocked sampler which alternates between sampling the clustering and sampling the permutation. The key to the efficiency of this approach is that it is possible to use dynamic programming to consider all ...

19 A Bayesian Model for Supervised Clustering with the Dirichlet Process Prior

Hal Daumé III, Daniel Marcu

December 2005 **The Journal of Machine Learning Research**, Volume 6

Publisher: MIT Press

Full text available: pdf(279.16 KB) Additional Information: full citation, abstract

We develop a Bayesian framework for tackling the supervised clustering problem, the generic problem encountered in tasks such as reference matching, coreference resolution, identity uncertainty and record linkage. Our clustering model is based on the Dirichlet process prior, which enables us to define distributions over the countably infinite sets that naturally arise in this problem. We add *supervision* to our model by positing the existence of a set of unobserved random variables (we cal ...

20 Trajectory clustering with mixtures of regression models

Scott Gaffney, Padhraic Smyth

August 1999 **Proceedings of the fifth ACM SIGKDD international conference on Knowledge discovery and data mining KDD '99**

Publisher: ACM Press

Full text available: pdf(1.31 MB) Additional Information: full citation, references, citings, index terms

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1 Clustering with Bregman Divergences
Arindam Banerjee, Srujana Merugu, Inderjit S. Dhillon, Joydeep Ghosh
December 2005 **The Journal of Machine Learning Research**, Volume 6
Publisher: MIT Press
Full text available: pdf(420.31 KB) Additional Information: full citation, abstract

A wide variety of distortion functions, such as squared Euclidean distance, Mahalanobis distance, Itakura-Saito distance and relative entropy, have been used for clustering. In this paper, we propose and analyze parametric hard and soft clustering algorithms based on a large class of distortion functions known as Bregman divergences. The proposed algorithms unify centroid-based parametric clustering approaches, such as classical <tt>kmeans</tt>, the Linde-Buzo-Gray (LBG) algorithm an ...

2 Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 Dynamics and Generalization Ability of LVQ Algorithms
Michael Biehl, Anarta Ghosh, Barbara Hammer
May 2007 **The Journal of Machine Learning Research**, Volume 8
Publisher: MIT Press
Full text available: pdf(570.49 KB) Additional Information: full citation, abstract

Learning vector quantization (LVQ) schemes constitute intuitive, powerful classification heuristics with numerous successful applications but, so far, limited theoretical background. We study LVQ rigorously within a simplifying model situation: two competing prototypes are trained from a sequence of examples drawn from a mixture of Gaussians. Concepts from statistical physics and the theory of on-line learning allow for an exact

description of the training dynamics in high-dimensional feature ...

4 On Inferring Application Protocol Behaviors in Encrypted Network Traffic
Charles V. Wright, Fabian Monrose, Gerald M. Masson
December 2006 **The Journal of Machine Learning Research**, Volume 7
Publisher: MIT Press
Full text available: pdf(309.38 KB) Additional Information: full citation, abstract

Several fundamental security mechanisms for restricting access to network resources rely on the ability of a reference monitor to inspect the contents of traffic as it traverses the network. However, with the increasing popularity of cryptographic protocols, the traditional means of inspecting packet contents to enforce security policies is no longer a viable approach as message contents are concealed by encryption. In this paper, we investigate the extent to which common application protocol ...

5 A survey on wavelet applications in data mining
Tao Li, Qi Li, Shenghuo Zhu, Mitsunori Ogihara
December 2002 **ACM SIGKDD Explorations Newsletter**, Volume 4 Issue 2
Publisher: ACM Press
Full text available: pdf(330.06 KB) Additional Information: full citation, abstract, references, citings

Recently there has been significant development in the use of wavelet methods in various data mining processes. However, there has been written no comprehensive survey available on the topic. The goal of this is paper to fill the void. First, the paper presents a high-level data-mining framework that reduces the overall process into smaller components. Then applications of wavelets for each component are reviewd. The paper concludes by discussing the impact of wavelets on data mining research an ...

6 Document classification using a finite mixture model
Hang Li, Kenji Yamanishi
July 1997 **Proceedings of the 35th annual meeting on Association for Computational Linguistics , Proceedings of the eighth conference on European chapter of the Association for Computational Linguistics**
Publisher: Association for Computational Linguistics
Full text available: pdf(769.56 KB) Publisher Site Additional Information: full citation, abstract, references, citings

We propose a new method of classifying documents into categories. We define for each category a *finite mixture model* based on *soft clustering* of words. We treat the problem of classifying documents as that of conducting statistical hypothesis testing over finite mixture models, and employ the EM algorithm to efficiently estimate parameters in a finite mixture model. Experimental results indicate that our method outperforms existing methods.

7 Image retrieval, users and usability: Automatic image annotation by using concept-sensitive salient objects for image content representation
Jianping Fan, Yuli Gao, Hangzai Luo, Guangyou Xu
July 2004 **Proceedings of the 27th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '04**
Publisher: ACM Press
Full text available: pdf(1.32 MB) Additional Information: full citation, abstract, references, citings, index terms

Multi-level annotation of images is a promising solution to enable more effective semantic image retrieval by using various keywords at different semantic levels. In this paper, we propose a multi-level approach to annotate the semantics of ***natural scenes*** by using

both the dominant image components and the relevant semantic concepts. In contrast to the well-known image-based and region-based approaches, we use the salient objects as the dominant image components to achieve automati ...

Keywords: adaptive EM algorithm, multi-level image annotation, salient objects, semantic image classification

8 Continuous speech recognition: An overview of the SPHINX-II speech recognition system

Xuedong Huang, Fileno Alleva, Mei-Yuh Hwang, Ronald Rosenfeld

March 1993 **Proceedings of the workshop on Human Language Technology HLT '93**

Publisher: Association for Computational Linguistics

Full text available: pdf(682.18 KB) Additional Information: full citation, abstract, references, citings

In the past year at Carnegie Mellon steady progress has been made in the area of acoustic and language modeling. The result has been a dramatic reduction in speech recognition errors in the SPHINX-II system. In this paper, we review SPHINX-II and summarize our recent efforts on improved speech recognition. Recently SPHINX-II achieved the lowest error rate in the November 1992 DARPA evaluations. For 5000-word, speaker-independent, continuous, speech recognition, the error rate was reduced to 5%.

9 Recognition section: Recognition of two-person interactions using a hierarchical Bayesian network

Sangho Park, J. K. Aggarwal

November 2003 **First ACM SIGMM international workshop on Video surveillance IWVS '03**

Publisher: ACM Press

Full text available: pdf(643.17 KB) Additional Information: full citation, abstract, references, index terms

Recognizing human interactions is a challenging task due to the multiple body parts of interacting persons and the concomitant occlusions. This paper presents a method for the recognition of two-person interactions using a hierarchical Bayesian network (BN). The poses of simultaneously tracked body parts are estimated at the low level of the BN, and the overall body pose is estimated at the high level of the BN. The evolution of the poses of the multiple body parts are processed by a dynamic Bay ...

Keywords: Bayesian network, event recognition, hierarchy, human interaction, motion, scene understanding, surveillance

10 Mesh simplification using ellipsoidal schema for isotropic quantization of face-normal vectors

Ganesan Subramaniam, Kenneth Ong

November 2006 **Proceedings of the Asia Pacific symposium on Information visualisation - Volume 60 APVIS '06**

Publisher: Australian Computer Society, Inc.

Full text available: pdf(314.99 KB) Additional Information: full citation, abstract, references

In this paper, we present a method for simplification of arbitrary 3D meshes that is based on Isotropic Quantization of face-normal vectors. There are three stages. Firstly, a code-book that contains the unique face-normal vectors of the 3D mesh is generated using our Ellipsoidal Schema. Secondly, the polygons of the mesh are grouped into patches: based on the codebook vectors and the locality information of the polygons. Polygons that have isotropic and geographical similarities are grouped ...

Keywords: codebook, ellipsoidal schema, isotropic quantization, mesh simplification

11 Mesh simplification using ellipsoidal schema for isotropic quantization of face-normal vectors

Ganesan Subramaniam, Kenneth Ong

January 2006 **Proceedings of the 2006 Asia-Pacific Symposium on Information Visualisation - Volume 60 APVis '06**

Publisher: Australian Computer Society, Inc.

Full text available: pdf(449.70 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we present a method for simplification of arbitrary 3D meshes that is based on Isotropic Quantization of face-normal vectors. There are three stages. Firstly, a codebook that contains the unique face-normal vectors of the 3D mesh is generated using our Ellipsoidal Schema. Secondly, the polygons of the mesh are grouped into patches: based on the codebook vectors and the locality information of the polygons. Polygons that have isotropic and geographical similarities are grouped toge ...

Keywords: codebook, ellipsoidal schema, isotropic quantization, mesh simplification

12 Continuous speech recognition I: Large-vocabulary speaker-independent continuous speech recognition with semi-continuous hidden Markov models

X. D. Huang, H. W. Hon, K. F. Lee

October 1989 **Proceedings of the workshop on Speech and Natural Language HLT '89**

Publisher: Association for Computational Linguistics

Full text available: pdf(424.15 KB) Additional Information: full citation, abstract, references

A semi-continuous hidden Markov model based on the multiple vector quantization codebooks is used here for large-vocabulary speaker-independent continuous speech recognition In the techniques employed here, the semi-continuous output probability density function for each codebook is represented by a combination of the corresponding discrete output probabilities of the hidden Markov model and the continuous Gaussian density functions of each individual codebook. Parameters of vector quantization ...

13 Vector quantization based QoS classification for admission control in CDMA systems

Mainak Chatterjee, Sajal K. Das

November 2005 **Wireless Networks**, Volume 11 Issue 6

Publisher: Kluwer Academic Publishers

Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references, index terms

Optimal power control is of great importance for CDMA systems and it can be controlled to provide the desired quality of service (QoS) to mobile hosts in a cellular radio system. The power levels of all the mobile hosts are determined and constantly tuned in order to achieve the required SINR (signal to interference and noise ratio) which changes dynamically. The SINR of all the *K* mobiles in a cell can be expressed in the form of a *k*-dimensional vector. It helps determine the opera ...

Keywords: QoS index, QoS space, SINR, admission control, clustering, outage probability, power control, vector quantization

14 Tutorial presentations: Evolutionary computer vision

Gustavo Olague

July 2007 **Proceedings of the 2007 GECCO conference companion on Genetic and evolutionary computation GECCO '07**

Publisher: ACM Press

Full text available: pdf(11.30 MB) Additional Information: full citation, index terms

Keywords: computer vision, evolutionary computation

15 Vector quantization for volume rendering

Paul Ning, Lambertus Hesselink
December 1992 **Proceedings of the 1992 workshop on Volume visualization VVS '92**
Publisher: ACM Press
Full text available: pdf(866.73 KB) Additional Information: full citation, references, citings, index terms

16 Continuous speech recognition I: Improved HMM models for high performance speech recognition

Steve Austin, Chris Barry, Yen-Lu Chow, Alan Derr, Owen Kimball, Francis Kubala, John Makhoul, Paul Placeway, William Russell, Richard Schwartz, George Yu
October 1989 **Proceedings of the workshop on Speech and Natural Language HLT '89**
Publisher: Association for Computational Linguistics
Full text available: pdf(597.23 KB) Additional Information: full citation, abstract, references, citings

In this paper we report on the various techniques that we implemented in order to improve the basic speech recognition performance of the BYBLOS system. Some of these methods are new, while others are not. We present methods that improved performance as well as those that did not. The methods include Linear Discriminant Analysis, Supervised Vector Quantization, Shared Mixture VQ. Deleted Estimation of Context Weights, MMI Estimation Using "N-Best" Alternatives, Cross-Word Triphone Models. While ...

17 Acoustic modeling and robust CSR: Adaptation to new microphones using tied-mixture normalization

Anastasios Anastasakos, Francis Kubala, John Makhoul, Richard Schwartz
March 1994 **Proceedings of the workshop on Human Language Technology HLT '94**
Publisher: Association for Computational Linguistics
Full text available: pdf(466.74 KB) Additional Information: full citation, abstract, references

In this paper, we present several approaches designed to increase the robustness of BYBLOS, the BBN continuous speech recognition system. We address the problem of increased degradation in performance when there is mismatch in the characteristics of the training and the test microphones. We introduce a new supervised adaptation algorithm that computes a transformation from the training microphone codebook to that of a new microphone, given some information about the new microphone. Results are r ...

18 Fast texture synthesis using tree-structured vector quantization

Li-Yi Wei, Marc Levoy
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(4.61 MB) Additional Information: full citation, abstract, references, citings, index terms

Texture synthesis is important for many applications in computer graphics, vision, and image processing. However, it remains difficult to design an algorithm that is both efficient and capable of generating high quality results. In this paper, we present an efficient algorithm for realistic texture synthesis. The algorithm is easy to use and requires only a

sample texture as input. It generates textures with perceived quality equal to or better than those produced by previous techniques, bu ...

Keywords: compression algorithms, image processing, texture synthesis

19 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

20 Estimating the "Wrong" Graphical Model: Benefits in the Computation-Limited Setting

Martin J. Wainwright

December 2006 **The Journal of Machine Learning Research**, Volume 7

Publisher: MIT Press

Full text available: pdf(391.00 KB) Additional Information: full citation, abstract

Consider the problem of joint parameter estimation and prediction in a Markov random field: that is, the model parameters are estimated on the basis of an initial set of data, and then the fitted model is used to perform prediction (e.g., smoothing, denoising, interpolation) on a new noisy observation. Working under the restriction of limited computation, we analyze a joint method in which the *same convex variational relaxation* is used to construct an M-estimator for fitting parameters ...

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1 A randomized approximation of the MDL for stochastic models with hidden variables

Kenji Yamanishi

January 1996 **Proceedings of the ninth annual conference on Computational learning theory COLT '96**

Publisher: ACM Press

Full text available: pdf(1.14 MB) Additional Information: full citation, references, citings, index terms

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 Image retrieval, users and usability: Automatic image annotation by using concept-sensitive salient objects for image content representation

Jianping Fan, Yuli Gao, Hangzai Luo, Guangyou Xu

July 2004 **Proceedings of the 27th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '04**

Publisher: ACM Press

Full text available: pdf(1.32 MB) Additional Information: full citation, abstract, references, citings, index terms

Multi-level annotation of images is a promising solution to enable more effective semantic image retrieval by using various keywords at different semantic levels. In this paper, we propose a multi-level approach to annotate the semantics of ***natural scenes*** by using both the dominant image components and the relevant semantic concepts. In contrast to the well-known image-based and region-based approaches, we use the salient objects as the dominant image components to achieve automati ...

Keywords: adaptive EM algorithm, multi-level image annotation, salient objects, semantic image classification

4 Dynamics and Generalization Ability of LVQ Algorithms

Michael Biehl, Anarta Ghosh, Barbara Hammer

May 2007 **The Journal of Machine Learning Research**, Volume 8

Publisher: MIT Press

Full text available: pdf(570.49 KB) Additional Information: full citation, abstract

Learning vector quantization (LVQ) schemes constitute intuitive, powerful classification heuristics with numerous successful applications but, so far, limited theoretical background. We study LVQ rigorously within a simplifying model situation: two competing prototypes are trained from a sequence of examples drawn from a mixture of Gaussians. Concepts from statistical physics and the theory of on-line learning allow for an exact description of the training dynamics in high-dimensional feature ...

5 Using Machine Learning to Guide Architecture Simulation

Greg Hamerly, Erez Perelman, Jeremy Lau, Brad Calder, Timothy Sherwood

December 2006 **The Journal of Machine Learning Research**, Volume 7

Publisher: MIT Press

Full text available: pdf(651.82 KB) Additional Information: full citation, abstract

An essential step in designing a new computer architecture is the careful examination of different design options. It is critical that computer architects have efficient means by which they may estimate the impact of various design options on the overall machine. This task is complicated by the fact that different programs, and even different parts of the *same* program, may have distinct behaviors that interact with the hardware in different ways. Researchers use very detailed simulator ...

6 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

7 Recognition section: Recognition of two-person interactions using a hierarchical Bayesian network

Sangho Park, J. K. Aggarwal

November 2003 **First ACM SIGMM international workshop on Video surveillance IWVS '03**

Publisher: ACM Press

Full text available: pdf(643.17 KB) Additional Information: full citation, abstract, references, index terms

Recognizing human interactions is a challenging task due to the multiple body parts of interacting persons and the concomitant occlusions. This paper presents a method for the recognition of two-person interactions using a hierarchical Bayesian network (BN). The poses of simultaneously tracked body parts are estimated at the low level of the BN, and the overall body pose is estimated at the high level of the BN. The evolution of the poses of the multiple

body parts are processed by a dynamic Bay ...

Keywords: Bayesian network, event recognition, hierarchy, human interaction, motion, scene understanding, surveillance

8 Keeping the neural networks simple by minimizing the description length of the weights
Geoffrey E. Hinton, Drew van Camp
August 1993 **Proceedings of the sixth annual conference on Computational learning theory COLT '93**
Publisher: ACM Press
Full text available: pdf(889.08 KB) Additional Information: full citation, references, citings, index terms

9 A Compression Approach to Support Vector Model Selection
Ulrike von Luxburg, Olivier Bousquet, Bernhard Schölkopf
December 2004 **The Journal of Machine Learning Research**, Volume 5
Publisher: MIT Press
Full text available: pdf(355.27 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we investigate connections between statistical learning theory and data compression on the basis of support vector machine (SVM) model selection. Inspired by several generalization bounds we construct "compression coefficients" for SVMs which measure the amount by which the training labels can be compressed by a code built from the separating hyperplane. The main idea is to relate the coding precision to geometrical concepts such as the width of the margin or the shape of the data ...

10 Special issue on special feature: A divisive information theoretic feature clustering algorithm for text classification
Inderjit S. Dhillon, Subramanyam Mallela, Rahul Kumar
March 2003 **The Journal of Machine Learning Research**, Volume 3
Publisher: MIT Press
Full text available: pdf(171.07 KB) Additional Information: full citation, abstract, citings, index terms

High dimensionality of text can be a deterrent in applying complex learners such as Support Vector Machines to the task of text classification. Feature clustering is a powerful alternative to feature selection for reducing the dimensionality of text data. In this paper we propose a new information-theoretic divisive algorithm for feature/word clustering and apply it to text classification. Existing techniques for such "distributional clustering" of words are agglomerative in nature and result in ...

11 The minimum L-complexity algorithm and its applications to learning non-parametric rules
Kenji Yamanishi
July 1994 **Proceedings of the seventh annual conference on Computational learning theory COLT '94**
Publisher: ACM Press
Full text available: pdf(1.13 MB) Additional Information: full citation, abstract, references, index terms

This paper proposes the minimum L-complexity algorithm (MLC), which can be thought of as an extension of the minimum description length (MDL) principle-based algorithm to the case where general real-valued functions are used as hypotheses and general loss functions are used as distortion measures. MLC is also closely related to Barron's complexity regularization algorithm and Vapnik's structural risk minimization. We demonstrate the effectiveness of

12 Image and video digital libraries: Semantic video classification and feature subset

selection under context and concept uncertainty
Jianping Fan, Hangzai Luo, Jing Xiao, Lide Wu
June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries JCDL '04**
Publisher: ACM Press
Full text available: pdf(258.04 KB) Additional Information: full citation, abstract, references, index terms

As large collections of videos become one key component of digital libraries, there is an urgent need of semantic video classification and feature subset selection to enable more effective video database organization and retrieval. However, most existing techniques for classifier training require a large number of labeled samples to learn correctly and suffer from the problems of context and concept uncertainty when only a limited number of labeled samples are available. To address the problems ...

Keywords: adaptive EM algorithm, context and concept uncertainty, semantic video classification, unlabeled samples

13 Data clustering: a review
A. K. Jain, M. N. Murty, P. J. Flynn
September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3
Publisher: ACM Press
Full text available: pdf(636.24 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning

14 Real-time volume graphics
Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

15 Collision detection and proximity queries
Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision

detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

16 Geometric modeling based on triangle meshes: Geometric modeling based on triangle meshes

Mario Botsch, Mark Pauly, Christian Rossl, Stephan Bischoff, Leif Kobbelt
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(24.22 MB) Additional Information: full citation, references, index terms

17 Oral session 1: multimedia retrieval: Quantization-based probabilistic feature modeling for kernel design in content-based image retrieval

Hua Xie, Victor Andreu, Antonio Ortega
October 2006 **Proceedings of the 8th ACM international workshop on Multimedia information retrieval MIR '06**
Publisher: ACM Press
Full text available: pdf(338.56 KB) Additional Information: full citation, abstract, references, index terms

In this paper, a quantization-based probabilistic feature modeling approach is proposed for relevance feedback in content-based image retrieval. We demonstrate its performance by using the resulting models within a support vector machine (SVM) based technique. Each feature component is quantized and mapped to probabilistic quantities representing the likelihood of the image being relevant (and irrelevant). These probabilistic quantities are then used to derive an information divergence-based ker ...

Keywords: kernel, probabilistic modeling, quantization, relevance feedback, support vector machines

18 Topic analysis using a finite mixture model

Hang Li, Kenji Yamanishi
October 2000 **Proceedings of the 2000 Joint SIGDAT conference on Empirical methods in natural language processing and very large corpora: held in conjunction with the 38th Annual Meeting of the Association for Computational Linguistics - Volume 13**
Publisher: Association for Computational Linguistics
Full text available: pdf(919.86 KB) Additional Information: full citation, abstract, references, citings

We address the issue of 'topic analysis,' by which is determined a text's topic structure, which indicates what topics are included in a text, and how topics change within the text. We propose a novel approach to this issue, one based on statistical modeling and learning. We represent topics by means of word clusters, and employ a finite mixture model to represent a word distribution within a text. Our experimental results indicate that our method significantly outperforms a method that combines ...

19 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

20 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

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Neurocomputing, Volume 48, Issues 1-4, October 2002, Pages 511-539
Sergio Bermejo and Joan Cabestany
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2. **Competitive learning and vector quantization in digital VLSI systems**
Neurocomputing, Volume 18, Issues 1-3, January 1998, Pages 195-227
H. C. Card, S. Kamarsu and D. K. McNeill
Abstract | Abstract + References | PDF (2589 K)

3. **How the brain can discover the existence of external egocentric space**
Neurocomputing, Volume 12, Issues 2-3, 31 July 1996, Pages 289-310
P. Morasso and V. Sanguineti
Abstract | Abstract + References | PDF (1712 K)

4. **Off-line cursive handwriting recognition using hidden markov models**
Pattern Recognition, Volume 28, Issue 9, September 1995, Pages 1399-1413
H. Bunke, M. Roth and E. G. Schukat-Talamazzini
Abstract | Abstract + References | PDF (1086 K)

5. **ICARUS: Source generator based real-time recognition of speech in noisy stressful and Lombard effect environments ***
Speech Communication, Volume 16, Issue 4, June 1995, Pages 391-422
John H. L. Hansen and Douglas A. Cairns
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